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				Stage	Next Milestone	# of Days	Submission/ Open Beta	Street/ Commercial	Street Var. vs. AOP	Street Var. vs. Prod GL	Biz	PD	PO	
	worlds	Browser	Internal	LO	CP Web: FUTURE Party	28		24-Oct-05				✓	✓	Puffle Party Launched Successfully
	social mobile	Facebook iOS Universal, Destination, Android	Internal	LO			28-Feb-12	1-Mar-12					✓	Live
	social mobile	iOS Universal Google, Android	Internal	L				5-Apr-12					✓	Live
	social mobile	iOS Universal Android	Internal	LO				1-May-12					✓	Live.
	social mobile	iOS Universal Android	Internal	LO	STR	8		28-Jul-12					✓	Last update went Live with Age Gate.
	social mobile	iOS Universal Kindle Fire, Kindle, Android	Internal	LO			23-Oct-12	15-Nov-12			✓	✓		iOS v1.6 submitted 4/8. Amazon submitted 4/16. Google to follow. Major event for Easter holiday (4/18-4/21). v1.6 brings a major content update: 2 new inhabitants (Crush & Squirt), new rare fish tier (treasure fish), new chest-opening system, several minor tweaks.
	emea	iOS Universal Android	WFH	L			14-Nov-12	29-Nov-12			✓	✓		Live; no updates planned
	partners	Windows Phone 8	Licensed	L				10-Dec-12			✓	✓		Live; no updates planned.

































Report Date:









April 22, 2014









Disney Interactive Proprietary & Confidential










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		Destination Facebook	Internal	L				15-Feb-13	(226)					Sold to RockYou
		Windows Phone 8	Licensed	LO	Adventure 6 Street	418		26-Feb-13			HOLD	HOLD	HOLD	Live;
Personalization Projects		XBLA PSP, PS3, PS Vita	Licensed	L	Submission	5		2-May-13						Star Wars is getting ready for localization. Promo with games and discount, tee shirts for May the Fourth. Kicking off Rebels and putting together concepts for Guardians of the Galaxy.
		iOS Universal iPad	Internal	L	Street	112		9-May-13	28					CP Mobile 1.4 Launched. Outage was identified and resolved over the weekend.
		iOS Universal Android	Co-Dev	S			16-May-13	28-May-13						Sunset Apr '14
		iPhone, iPad iOS Universal, Windows Phone 8, Android	Internal	L			6-Jun-13	20-Jun-13						New release on BlackBerry world this past week. Negative Net Revenue variance vs. AOP.
		iOS Universal	Co-Pub	LO	Disney Jr. Appisodes - Doc Appisode #3	36	13-Jun-13	27-Jun-13	(94)					Doc Appisode #3 scheduled to go into QA on 5/5. Launch date of 5/29; Spanish Sofia Appisode (Great Aunt-Venture) scheduled to go into QA on 5/5. Launch date in June; Sofia Appisode #3 in development.
		iOS Universal		L			17-Jul-13	25-Jul-13						Upcoming sunset.







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		iOS Universal, Android	Licensed	LO	Street	7	14-Jun-13	1-Aug-13		28				Live;
		VTech MobiGo	Licensed	L				6-Aug-13						Live;
		VTech InnoTab	Licensed	A	Alpha	5		13-Aug-13						Reviewing art submissions. Alpha build next week. Updating script (4 lines) for changes.
		iOS Universal, Windows Phone 8, Android	Licensed	L			2-Aug-13	15-Aug-13		28				Live; no further updates planned
		iOS Universal, Android Windows Phone 8	Internal	L			16-Aug-13	3-Sep-13	(87)	2				All further updates cancelled Mar '14 due to corporate restructuring.
		iOS Universal, Android	Co-Dev	LO			3-Sep-13	12-Sep-13		126				Live; Amy to help with sunset analysis. Currently no ongoing localisation work.
		iOS Universal Kindle Fire, Kindle, Google, Android	Internal	LO			30-Aug-13	12-Sep-13	(17)	35				Live.
		iPad Windows Store	Internal	L			24-Aug-13	12-Sep-13	(198)	25				Final patch has been released. No further updates are forthcoming.







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	social mobile	Facebook	Internal	S			5-Sep-13	12-Sep-13	12				⚠	Upcoming sunset. Monetization risk (85%+).
	partners	iOS Universal	Co-Dev	L			24-May-13	17-Sep-13				✓	✓	Live; no further updates planned.
	social mobile	Android iOS Universal, Windows Phone 8	Internal	LO			13-May-13	17-Oct-13	(13)		✗		✗	Upcoming sunset. Monetization risk 90%.
	social mobile	Android iOS Universal	Internal	S				21-Oct-13	51				✗	Sunset
	social mobile	iOS Universal Windows Store, Android	Internal	L				24-Oct-13	24				⚠	Sold to RockYou
	social mobile	Android iOS Universal	Internal	L			23-Sep-13	31-Oct-13	31	203			⚠	Sold to RockYou
	social mobile	iOS Universal, Android	Co-Pub	L			3-Oct-13	6-Nov-13	(24)	20	✗		⚠	This project is not being supported any longer with client updates.
	infinity	PC Online	Internal	L				14-Nov-13	75	88		✓	✓	Final patch has been released. No further updates are forthcoming.
















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	partners	iOS Universal, Android	Licensed	L			8-Nov-13	14-Nov-13		28		⚡	⚡	Live; further updates have been cancelled.
	partners	LeapFrog	Licensed	L				15-Nov-13				✅	✅	Live;
	partners	3DS DS	Licensed	L			20-Sep-13	19-Nov-13		0		✅	✅	Live;
	social mobile	iOS Universal Android	Internal	LO			21-Oct-13	21-Nov-13	(71)		❌		⚡	China SKU build v1.3 submitted in-territory with conditional QA approval to iTunes Connect on 4/3.
	asia	iOS Universal, Android	Licensed	LO			21-Nov-13	22-Nov-13					✅	Live. Plan for further updates is TBD after launch of the Zipi China SKU.
	partners	iOS Universal Windows Phone 8, Android	Co-Dev	LO	iOS Submission	2	15-Nov-13	12-Dec-13		28	✅	✅	✅	Live; Top 25 grossing this week. Focusing on integrating More Disney, working with mobile networks, rebalancing wolf levels, cross promo with Maleficent. GM candidate on Friday.
	social mobile	Facebook, Android iOS Universal, Windows Store, Facebook, Android	Internal	LO				12-Dec-13	42		⚡		⚡	Monetization risk (35%+). Team being transitioned. New build v2.6.0 launched on iOS 4/21. Android to follow.
	partners	VTech InnoTab	Licensed	L				27-Dec-13				✅	✅	Live;








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 	partners	VTech MobiGo	Licensed	L				10-Jan-14				✓	✓	Live;
	asia	iOS Universal, Windows Phone 8, Android	Internal	L			27-Dec-13	30-Jan-14			✗		⚡	Upcoming Sunset. Monetization risk.
	social mobile	iOS Universal, Android	Licensed	PRE				1-Feb-14	(57)		✗	✗	✗	Cancelled Jan '14
	social mobile	iOS Universal Windows Store	Internal	LO			24-Feb-14	13-Mar-14	(16)		✗		⚡	Monetization risk (90%+)
	social mobile	iOS Universal Windows Phone 8, Android	Internal	LO			13-Mar-14	27-Mar-14	(3)	21	⚡	✓	✓	Update 1.2 on track for Apr 30 release on iOS, Android, W8/WP8. Adds age gate (COPPA & OFT), wanderers (helpers), new special missions, new characters. Amazon second week of May. Potential risk to forecast. Optimization plan comes next month.
	asia	iOS Universal, Android	Internal	B			17-Mar-14	27-Mar-14	147	28	✗	✗	✗	Cancelled Mar '14 due to corporate restructuring.
	asia	PC Online	Licensed	GB			27-Mar-14	2-Apr-14	33	33	✗	✗	✗	Cancelled Mar '14 due to corporate restructuring.
	asia	PC Online	Licensed	P				7-Apr-14	(206)		✗	✗	✗	Cancelled Mar '14 due to corporate restructuring.








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		Windows Store	Internal	LO				9-Apr-14	130				✓	Launched as a Windows exclusive as part of the Windows contract.
		iOS Universal	WFH	P	Deliver to QA	49	24-Mar-14	10-Apr-14				⚡	✓	v1.0 Launching 9th April.
		LeapFrog	Licensed	L				10-Apr-14				✓	✓	Live;
		Android iOS Universal	Internal	P				17-Apr-14				⚡	⚡	Still awaiting contract negotiations with vendor to be resolved before committing to firm delivery date for QA and street date.
		iOS Universal, Android	Co-Dev	LO	Submit	8	10-Apr-14	17-Apr-14			✗	⚡	⚡	Limited chart potential but included in MSFT deal. Released across platforms end of March to mid-April.
		Windows Store	Licensed	P	Episode 1 Live	7		30-Apr-14			HOLD	HOLD	HOLD	Indefinitely postponed by Microsoft following layoffs in their Game Studio. 80% was done for Ep 1. Contacts got laid off, trying to see if this can be finished.
		Facebook		C	Launch	8		1-May-14	(59)		✗	✗	✗	Cancelled.
		iOS Universal, Android	Licensed	B	Launch	22	3-Apr-14	15-May-14				✗	✗	Dev integrating more network components. Leveraging Frozen translation strings. Have to make a few changes to model. Angelina doesn't want to make approvals. Beta on Friday.



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	social mobile	iOS Universal Android	Internal	P				16-May-14	(44)		✖	✖	✖	Cancelled Feb '14.
	social mobile	Facebook	Internal	P				16-May-14					☐	Release is May '14 TBD.
	social mobile	iOS Universal	Internal	GB	Street	23	17-Mar-14	22-May-14	142		🔄	✅	☐	GeoBeta in Australia and Malaysia now. Targeting May release.
	social mobile	iOS Universal, Android Windows Store, Windows Phone 8	Internal	P	Street	7		15-Jun-14				✅	✅	Kitchen Scramble port. Targeting WW launch on iOS & Android mid-June. Windows mid-August. Entering QA & starting the localization financing process.
	asia	iOS Universal, Android	Licensed	C				30-Jun-14	212		✖	✖	✖	Cancelled Feb '14.
XYX F2P Mobile	asia		Licensed	I				30-Jun-14	92		✖	✖	✖	Cancelled Mar '14 due to corporate restructuring.
	social mobile	Facebook	Internal	P				30-Jun-14			✖	✖	✖	Cancelled Feb '14.
TBD	social mobile	iOS Universal, Windows Store, Android	Internal	PRE				30-Jun-14					✅	MPP product. Preparing for GeoBeta. Two titles competing for one slot.

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Pixar Play	partners	VTech InnoTab	Licensed	B	Street	79		11-Jul-14				⚡	⚡	Currently reviewing Beta 2 build, GMC build approaching.
	partners	VTech InnoTab	Licensed	B	Street	83		15-Jul-14				✅	✅	Receiving GMC build next week. All is signed off; currently making final decisions.
	partners	iPhone, iPad, Android	Licensed	B	GMC	43	26-Jun-14	17-Jul-14				⚡	⚡	iOS beta build sent to Pixar today. Cost approved on VO, but need changes to script.
	social mobile	iOS Universal, Windows Phone 8, Android	Internal	PRE	Beta	29		17-Jul-14	17		✅	⚡🔄	⚡🔄	Monetization strategy to paid (\$2.99).
	asia	iOS Universal, Android	Licensed	PRE	First Playable	15	16-Jul-14	17-Jul-14					⚡	Launch date for Zipi mobile in China has been tentatively set in July 2014. The China version will likely be similar to the Korean version.
	social mobile	iOS Universal, Android	Internal	P	Creative Review V	8		24-Jul-14	(67)		⚡	✅	⚡	Renamed from Star Wars RTS to Star Wars Commander. Targeting July.
Disney Dragons	social mobile	iOS Universal, Android		I				30-Jul-14			❌	❌	❌	Cancelled Nov '13. Marvel Contest of Champions project to replace this.
	social mobile	iOS Universal, Android	Internal	PRE	Launch	26		30-Jul-14	30		❌	❌	❌	Cancelled Feb '14

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		LeapFrog	Internal	C	Street	69		31-Jul-14	31		✖	✖	✖	Emergencycity cancelled.
			Licensed	B	Street	100		1-Aug-14				✓	✓	GMC Approved for release. Officially done (no more updates).
			Licensed	P				1-Aug-14			✖	✖	✖	Cancelled due to the Tel Aviv platform not launching in FY14.
DTI Disney Projects		Windows Store	Licensed	C	Street	100		1-Aug-14				✓	✓	Monsters: Changed scope from 10-15 levels. Received audio submission. Art submission looks good. Revised GDD. PC emulated game coming later; Big Hero 6: Concept getting reviewed (will be light- 15 minigames).
			Licensed	C	Street	131		1-Sep-14			HOLD	HOLD	HOLD	Indefinitely postponed by Microsoft following layoffs in their Game Studio.
			Co-Dev	P	Alpha	85	12-Sep-14	16-Sep-14			✓	✓	✓	Dev is supposed to make a large headway for this build. Focusing on control scheme and responsiveness, and aligning assets delivery schedules.
		Wii, DS, 3DS	Licensed	C	Alpha	7		19-Sep-14				✓	✓	Concept approval received from stakeholders. Needed new music tracks, resolution coming soon. Everyone ok with new concept. There is a new street date in Sept.
		Xbox One, X360, Wii U, PS4, PS3	Internal	P	Production GL	7	30-Jun-14	20-Sep-14			⚡	✖	✖	Pre-Alpha Milestone was not approved by QA--lack of Save and Load being a primary concern. Wii U & PS3 builds are only testable via a devkit & Target Manager respectively, which are not full time test solutions. Avalanche is still working to provide a method for generating proper WUMAD files required for testing & is focused on delivering new content in each build rather than actively addressing bugs.

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	partners	LeapFrog Glasgow	Licensed	A	Alpha	0		1-Oct-14				✓	✓	Receiving new hardware was pushed out a week or two. Alpha build next week. Art review underway.
	partners	LeapFrog	Licensed	A	Alpha	1		1-Oct-14				✓	✓	VO completed. Music submission approved. Alpha build next week. Art submission in review.
	asia	PC Online	Internal	P	MS16	30		1-Oct-14	93	274	✗	✗	✗	Cancelled Mar '14 due to corporate restructuring.
	partners	LeapFrog	Licensed	A	Beta	13		1-Oct-14				⚡	⚡	Art submission in review. Build was supposed to be received, but is late.
	partners	iOS Universal, Android		C	GDD	5		6-Oct-14		1		⚡	⚡	Update to date. Shooting for visual target by end of week. Swrve legal evaluation- not a blocker.
	central creative	Xbox One X360	WFH	A	GMC	30	23-May-14	15-Oct-14	15	(45)	⚡	✓	⚡	Reviewing Beta milestone build that came in 4/18. Preparing for a final pre-submission/optional final to Microsoft - currently scheduled for 4/28.
	social mobile	iOS Universal, Android		I	Street	191		31-Oct-14	93		✗		⚡	Deeper evaluation of the product is underway. Possibly not Incredibase.
TBD Title (FY15 AOP)	social mobile	iOS Universal, Android	Co-Dev	I				31-Oct-14						Toy Story concept under evaluation.

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	partners	iOS Universal, Android		I				1-Nov-14				✓	✓	Preparing concept presentation for franchise.
	partners	Wii U, Wii, DS, 3DS	Licensed	C	Pre-Alpha	12	1-Sep-14	4-Nov-14				✓	✓	Happy with concept and new art. They want all the characters- so they are going to group characters in units to fulfill request. Preparing Concept Greenlight.
	partners	DS, 3DS	Licensed	C	1st Playable	2		4-Nov-14				⚡	⚡	Working on making gameplay acceptable with changes of characters. Time is an issue to make all the changes requested. Detail design review in a couple of weeks.
	partners		Licensed	C	1st Playable	37	4-Sep-14	30-Nov-14				✓	✓	Making good progress, art is looking great, moving forward.
TBD Title (FY15 AOP)	social mobile		Internal	I	GeoBeta	1		1-Dec-14						MPP Casual product. Two concepts competing for one slot on the Slate.
	social mobile			PT				31-Dec-14			✗	✗	✗	Astro Evaders cancelled in Mar '14 corporate restructuring. Not on FY14 AOP.
	social mobile	iOS Universal, Android	Internal	PRE	Production GL (May-Jun TBD)	26		1-Jan-15	76			✓	✓	Dates are TBD until the title is Greenlit. QA Lead to be assigned within the next week.
	social mobile	iOS Universal, Android		C				1-Jan-15	93				✓	Concepting a Princess builder title.

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TBD	partners		Licensed	I	Concept	7		30-Jan-15				✓	✓	Met with Lucas; kick off with survey to figure out art direction. Meeting with Lucas off site next week along with Tiny cp for a couple of days for pre-production support. Might need to do expensive required focus group testing.
	asia	iOS Universal, Android	Licensed	C	Alpha Build	54	17-Sep-14	10-Feb-15	437		HOLD	HOLD	HOLD	Zipi focusing on development of China version. ROW launch is TBD.
TBD	partners	iOS Universal, Android	Co-Dev	I				1-Mar-15						TBD slot for possible project.
TBD Title (FY15 AOP)	social mobile	iOS Universal, Android	Internal	I				1-Apr-15						Possible MAA2.
TBD Title (FY14 AOP)	social mobile	iOS Universal, Android	Internal	C				15-Apr-15	197		⚖		⚖	Disney Villains Builder? Currently TBD.
TBD	partners	LeapFrog Glasgow	Licensed	C				29-May-15						Concepting possible Princess project.
	partners	iOS Universal, Android	Licensed	C	1st PLAYABLE	135		3-Sep-15				✓	✓	Kick off and art test in motion. Working with parks directly. Preparing for Concept Greenlight.